

CASY

THIS TAPE CONTAINS TWO VERSIONS OF CASY, BOTH ASSEMBLER PROGRAMS ARE IDENTICAL, ONLY THE FORMAT IS CHANGED:

000 CASY 1 - FOR WRITING CALLS TO AID BASIC PROGRAMS. MACHINE ROUTINES WILL BE ENTERED STARTING AT A407, A407 IS WITHIN A REMARK STATEMENT. AFTER WRITING YOUR MACHINE ROUTINES, SIMPLY REMOVE THE REMAINING REM STATEMENTS AND WRITE YOUR BASIC PROGRAM. AFTER REMOVING THE REM STATEMENTS YOU WILL HAVE THE FULL 8K AVAILABLE. DO NOT ADD OR REMOVE ANY BASIC LANGUAGE UNTIL YOU ARE FINISHED W/CASY. AFTER REMOVING THE REMARKS, DO NOT ADD ANY LINE NUMBERS LOWER THAN THE LOWEST NUMBER REMOVED.

020 CASY 2 - FOR WRITING ENTIRE PROGRAMS IN MACHINE LANGUAGE. YOU SPECIFY THE STARTING ADDRESS, NO REMARKS ETC

LOAD: BOTH PROGRAMS LOAD IN THE NORMAL MANNER
 START CASY 1 WITH CALL 48551 START CASY 2 WITH GOTO 10
 FOLLOW SCREEN INSTRUCTIONS

SCREEN CLEARS: USE B TO ENTER ASSEMBLER MODE OR A TO ENTER MACHINE MNTR.
 TO RETURN FROM MACHINE MONITOR USE GBDA7
 TO RETURN FROM ASSEMBLER USE AAAAA

B (ASSEMBLER) THE CURSOR WILL GO TO THE BOTTOM OF THE SCREEN. ENTER YOUR MACHINE CODE USING THE FORMAT BELOW. IF YOU ENTER AN IMPROPER CODE THE CURSOR WILL RESET WITH NO PROGRAM ENTRY. IF ACCEPTED, THE ENTRY WILL BE DISPLAYED ON THE TOP OF THE SCREEN.

COLUMN	1	2	3	4	5	6	7	8	9	10	11	
EXAMPLES	L	D	A	A	4		F	A				86 FA
	L	D	A	B	6		0	2		0	0	F6 02 00
	L	D	X		7		0	0		5	5	CE 00 55
	J	S	R		6		4	7		7	C	BD 47 7C

COLUMN 1 - 4 = MNEMONIC
 COLUMN 5 = ADDRESSING CODE (SEE CHART BELOW)
 COLUMN 7 - 11 = OPERAND DATA
 UNUSED COLUMNS = SPACE BAR

ADDRESSING CODE 1 = INHERANT 2 = RELATIVE
 3 = INDEXED 4 = IMMEDIATE
 5 = DIRECT 6 = EXTENDED
 7 = IMMEDIATE FOR INDEX REGISTER ONLY

AAAAA (AFTER B, DISASSEMBLER) PRESS 'AAAAA' TO DISASSEMBLE YOUR MACHINE CODE, PRESS ANY KEY EXCEPT 'A' TO ADVANCE YOUR DIASSEMBLY. THE DISASSEMBLER WILL STOP IF IT ENCOUNTERS AN IMPROPER CODE. USE 'A' TO ENTER THE MACHINE MNTR AND CORRECT.

DISASSEMBLE
 ANOTHER
 PROGRAM

1. LOAD CASY 1
2. POKE 41446,183 (RTN KEY)
3. POKE 41447,152 (RTN KEY)
4. LOAD NEW PROGRAM
5. POKE 41446,191 (RTN KEY)
6. POKE 41447,255 (RTN KEY)
7. CALL 48551 & DISASSEMBLE

* YOU CAN DISASSEMBLE THE FIRST 5K OF A PROGRAM, CASY USES 3K.

COMMANDS A B AAAAA GBDA7